



DOMOSAPIENS ADVANCED INTERFACE AND BLIND DRIVER, INCLUDING BOND SUPPORT

Using an **elaborate timing model** and supporting the Control4 **slider control** for blinds, this driver set enables you to effectively control one-way blinds (usually wired or wireless with no positional feedback to their driver). Specifically, this driver set provides one or more of the following benefits:

- Enhanced control of any motorized shade connected to a Bond Bridge.
- Enhanced control of any motorized shade controlled by two or three relays (Up, Down, Stop).
- Ability to 'encapsulate' and enhance any third-party blind driver which currently supports only Up/Down/Stop with no feedback. Auto-sync is optional.
- Interface with Control4 using the **blind slider** control with simulated positioning of blinds.
- Ability to cause a one-way blind to move to any position reasonably accurately.
- SPECIAL Toggle/Stop keypad connection which provides additional control (used instead of normal Toggle).
- ****NEW**** Ability to have different opening and closing durations.
- ****NEW**** Ability to notify individual member blinds for group-type operations.
- ****NEW**** Ability to trigger off another blind's movements and optionally pass on its target level to our controlled blind
- ****NEW**** Ability to attain precise Favorite Position when using Bond
- Ability to define a smaller limited area where the blind can operate when disabled (by an open door or window contact, for example).
- Ability to forward blind commands to other blinds, as an alternative to using groups.
- Ability to control blinds via programming Events (Up, Down and Stop events with another driver actually sending the commands).
- ****NEW**** Support for dual motion blinds via a new 'Blind with Tilt' driver (TiltOpen and TiltClose support for Bond, Event control only for other types).
- Blind Driver Scenes which can easily position controlled blinds at any position (individually selectable).

INSTALLATION STEPS

- Use the free trial period or activate the driver at any time with the license you purchased

from our website.

- Copy the three drivers from the distribution package to your Control4\Drivers directory. In Composer Pro, you will find these drivers under Manufacturer “Domosapiens” and they will be identified as ‘Advanced Blind Interface (Domosapiens)’, ‘Advanced Blind Control (Domosapiens)’ and ‘Advanced Blind Control with Tilt (Domosapiens)’.

Advanced Blind Control with Tilt (Domosapiens)	Domosapiens	2021.06.07 08:00	Local
Advanced Blind Control (Domosapiens)	Domosapiens	2021.05.12 09:56	Local
Advanced Blind Interface (Domosapiens)	Domosapiens	2021.05.12 08:15	Local

NOTE: your dates will likely be different (more recent).

You would install one Advanced Blind Control driver for each blind to be controlled by Bond, by a set of relays or which you want to ‘encapsulate’. In addition, you would optionally install one Advanced Blind Interface driver for each **Bond Bridge** in your project and/or if you wish to use **Driver Scenes**. Although you may install several Advanced Blind Interface drivers in a single project, you would typically install only one (or none).

****NEW**** You would use the ‘Advanced Blind Control with Tilt’ driver for dual motion blinds (Up/Down as well as louver/blade tilting). Please note that TiltOpen (louvers horizontal) and TiltClose (louvers pointing either up or down) movements are supported for Bond when so configured, but for other devices, the **only** support provided for louver tilting is through the programming Events ‘Tilt Up Command Issued’, ‘Tilt Down Commands Issued’ and ‘Tilt Open Command Issued’. It is possible to merge the Up/Down and tilt controls on the same line in Navigators: simply connect the blind driver's and the tilt driver's BLIND_SECONDARY_CONTROLS. In the most recent releases of Control4 OS, this would be done automatically. The main Navigator control for the blind will now offer four different choices, one being 6 controls on the same line for the blind and the tilt. Do NOT hide the tilt device in the room Navigator as its controls would completely disappear. Simply move it to the bottom of the list and Refresh Navigators.

- If you wish to use a **Bond Bridge** in your project, configure it first with the Bond application and make sure you can control the blinds using the Bond application. Ensure the Bond Bridge has a fixed IP address, preferably with a MAC-based reservation.
- If a **Bond Bridge** is to be used, install one Advanced Blind Interface driver for each Bond Bridge in your Project. For each, specify the IP device to be controlled as ‘Bond’ and enter the device’s IP address. **IMPORTANT FOR BOND:** power cycle the Bond Bridge before entering its IP address in the property (you would have a 10-minute window after the power cycle to perform this task). This will ensure the driver properly obtains the mandatory security token from the Bond Bridge. If you need to redo this process, power cycle the Bond Bridge again and re-enter the IP address in the property (this triggers the communications).

- If **Driver Scenes** are to be used and you have not already installed an Advanced Blind Interface driver, install it now and leave the 'Device Controlled via IP' as 'None'.
- Add individual Blind drivers to the project, in the appropriate rooms, specify their operating modes (individually) and, if controlled by Bond, select their Advanced Interface driver. Then, select their specific motor device name from the drop-down list. Use the Action '*Refresh Interface Devices List*' if required.
- If the blind driver is to 'encapsulate' an existing legacy one-way blind driver, leave the original driver and its setup as is. The Advanced Blind Control driver will internally fully connect with the existing blind driver and control it using its elaborate timing model. You may wish to 'hide' the existing legacy driver or move it to an unused room, so the user only sees the Advanced Blind Control driver with its slider control. Please note that you do not need to install the Advanced Blind Interface driver if all you do is 'encapsulate' existing blind drivers. If you choose to have Driver Scenes however, then the Advanced Blind Interface driver must be installed for that purpose.
- If a specific blind is to be controlled by relays, connect its relay bindings to physical Control4 relays. Some brands allow a STOP command to be issued by closing the UP and DOWN relay simultaneously or if you pulse the UP or DOWN relay while the motor is moving. The driver will support this; simply do not connect the STOP relay contact. Other properties are also available to specify relay behavior.
- To ensure the driver's internal timing model is in sync with the actual blinds, synchronize the position of each blind by issuing "DOWN", wait 3 seconds, "UP", wait the full duration of the course (defaults to 4 or 10 seconds) until the next step is performed.
- For each Blind driver, it is important to measure and enter the Full Course Duration (in seconds). If the Favorite Position (FP) is to be used, also enter the duration from Open to FP in seconds. An Action may also be used to record these durations. Always start with the blind fully Up/Open and issue a Down command. For Full Course calculation, run the Action 'Record Timing' with the option '... Full Course' **as soon as** the blind stops fully Down/Closed. For the others (Favorite and Limited), run the Action 'Record Timing' with the appropriate option **as soon as** the desired position is reached.
- ****NEW**** You may indicate that the blind has a different opening course duration. A property would be provided to enter this information.
- Optionally connect and specify up to three disabling contacts (they operate in parallel). A disabled blind will only move according to the Disabling Contact Effect property. If desired, also specify the Limited Position.
- Optionally cause blind commands to be sent 'down the line' to one or more drivers. This can be a daisy chain but be mindful of circular references (connecting back to the original driver). Also avoid using both this Forward facility and Driver Scenes on the same blinds.
- Optionally specify the number of driver scenes to be used and for each, select the blind drivers to be controlled and the desired position for each. You may also use the Action 'Capture Driver Scene' to read the current position of the selected blinds and use these as

desired positions for a given scene.

- When you are done, Refresh Navigators.

PROPERTIES

- **Driver Version** displays the version of this driver.
- **Debug Mode** turns Debug Mode Off or On (with output to the Lua Output window).
- **Debug Duration in Minutes** sets the duration of Debug On.
- **Driver Information/Driver Information IP** display various status messages about the driver.

ADVANCED BLIND INTERFACE DRIVER

- ***** Device Controlled via IP** specifies which IP device (if any) the Interface driver will control. Depending on the selection, some properties below will become visible. Initially, only the Bond Bridge is supported as an IP device.
- **Enter Bond IP Address** is used to enter the pre-assigned fixed IP address of the Bond Bridge. It is always recommended to power cycle the Bond Bridge before entering an IP Address in this property. You would have a 10-minute window to do this and it will allow the driver to properly obtain the mandatory security token from the Bond Bridge.
- **Bond Retransmission Count** allows each command to be retransmitted once or multiple times. This should normally be left at 0 (the default) but may be set up to 9 if some blinds respond only intermittently because they are located at/near the limit of the transmission range. Use only when necessary, while understanding that this parameter will not solve all transmission problems.
- **Bond Retransmission Delay in milliseconds** specifies the delay between each retransmission, if used. The default value of 200 msec should be adequate for most situations.
- **Number of Driver Scenes** specifies the number of Driver Scenes used in this project. Driver Scenes may be activated via programming and will position each assigned blind to its memorized (captured) position. Please note that Driver Scenes apply to all interfaces and may mix all types of blinds controllable by this driver. See the **USAGE AND PROGRAMMING** section for more information on Driver Scenes.
- **Driver Scene x Blinds** is used to select the blind(s) targeted by a specific Driver Scene.
- **Driver Scene x Name and States** is used to name a specific Scene and capture the state of its targeted blinds using the '*Capture Driver Scene*' Action. Alternatively, you may manually specify the desired state of each blind in the Scene after the Scene name, all separated by commas (O = Open, C = Closed, Oxx% = Open at xx%, X = Unknown/ignore). Example: My Night Scene,C,O50%,O – the first blind in the scene would be closed, the second would be

open 50% and the third would be fully open. Specify the states in the same order as the selected blinds.

ADVANCED BLIND CONTROL DRIVER

- **Select Operating Mode** specifies how the current blind driver will operate. Valid options are: 'Control blind using the Advanced Interface driver' (used for Bond), 'Control blind using relays' to control the blind using a set of 2 or 3 relays, depending on whether a STOP relay is used. The third mode is 'Encapsulate a third-party blind driver', which is used to 'wrap around' such a driver to control it using the slider and the elaborate timing model. The fourth mode is 'Use Events to Control Blind'. The driver will only trigger the appropriate 'Command Issued' event at the appropriate time. You may then use programming to cause another driver to actually control the blind by whatever means, such as issuing an IP command for example.
- **Select Advanced Interface Driver** (when using the Advanced Interface driver) allows you to select which Advanced Interface driver controls the current Blind.
- **Available Interface Devices** (when using the Advanced Interface driver) allows you to select which physical blind this driver will be assigned to (or associated with). Currently, this is only used if your blind is controlled by Bond and requires that you install the Advanced Blind Interface driver. You may request a new list by using the Actions '*Refresh Interface Devices List*'.
- **Select Third Party Blind** (when Encapsulating a third party blind driver) allows you to select which third party blind driver will be controlled as 'encapsulated'.
- **Auto Sync with Encapsulated Driver** (when Encapsulating a third party blind driver) activates the Auto Sync feature. Although it is recommended that users do not control an encapsulated blind using its own driver, Auto Sync will cause the Advanced Blind Control driver to monitor the encapsulated driver's Open/Closed state and automatically adjust if it is changed. This cannot, however, monitor situations where a non-feedback blind is operated locally with its own remote/skitch/keypad (not from Control4).
- **Blind Controlled by** (informational only) shows which Interface this driver has been assigned to control.
- **Encapsulated Third Party Blind** (informational only) shows which third party blind driver is controlled as encapsulated.
- **Current Position** (informational only) displays the current position of the blind, as currently understood/calculated by the driver. If this is not accurate, re-sync the driver by pressing the following: "DOWN", wait 3 seconds, "UP", wait the full duration of the course. The current Enabled/Disabled status is also shown.
- ****NEW** Course Duration** is used to specify if the Closing and Operation course durations are different. If so, a different set of properties will appear.
- **Full Course in Seconds** or ****NEW** Full Closing Course in Seconds** - this is a very important step: for each Blind driver, you should measure the Full Course duration and

update the property (the default of 10 seconds is rarely appropriate). The recommended procedure is to fully open the blind and use a timer or chronometer to measure the time between when the DOWN command is issued and the moment when the blind reaches its fully closed position and stops. It is better to enter a slightly longer time than cutting it short. Enter the value in seconds. If a specific command controls more than one blind simultaneously, use the longest value for the Full Course Duration.

- ****NEW** Full Opening Course in Seconds** (only if different) allows you to input a different opening course duration. This duration has some limits: it may not be less than 50% or more than 200% of the Closing course duration.
- **From Open to Favorite Position in Seconds** specifies the duration the blind takes to go from full Open to your desired Favorite Position. For example, if the Full Course is 26 seconds and you desire your Favorite Position to be half-open (50%), you would specify 13 (seconds) for this property.
- ****NEW** When Favorite Position Requested** allows sending of specific commands to precisely attain the Favorite (or Intermediate) Position programmed into the motor. This is only available when using Bond and via the programming command. The property '*From Open to Favorite Position in Seconds*' **MUST** be specified and should match reality as closely as possible for the timing model to maintain its accuracy.
- ****NEW** Invert Blind Command** allows you to invert the Up and Down commands sent to the blind. This may be used, for example, when a shade/blind is at the bottom of a window when fully open and moves up to cover the window. This may also be useful if a motor was installed for convenience on the other side of a shade roller but not configured appropriately.
- **Tap on 'SPECIAL Toggle/Stop' Button** determines the action to be performed when the blind is moving or is stopped. This only applies to the SPECIAL connection. See the section **NOTE ON 'SPECIAL TOGGLE/STOP BUTTON LINK' CONNECTION** below.
- **When in Tilt/Louver Mode:** (regular Blind driver only) specify the action of the Control4 'horizontal' tilt command. If some blinds are the venetian blind/louver tilting type, use the Action '*Set Shade/Tilt Mode*'. The default course will be set to 4 seconds. **DO NOT** use the Blind Type Property, as the driver is not notified of such changes.
- **Invert Tilting Commands:** (Blind with Tilt driver only) allows you to invert the correspondence between the UI tilting buttons and the actual command issued (via Events).
- **Tilting Is Multi Step:** (Blind with Tilt driver only) allows you to specify that the Tilt Up and Tilt Down buttons will remain visible even when pressed repeatedly.
- **Relay Pulse Length in Milliseconds** specifies the pulse length the driver will use when controlling relays. The default value of 400 milliseconds should be sufficient for most situations, but it may be shortened or lengthened if required.
- **Relay Stop Method** allows you to select which method is required by your brand of motor for stopping motor movement. The options available should cover most situations.

The *'Relay holding operation'* option is used to hold (instead of pulsing) the Up or Down relays to move the blind and to release both relays to Stop. The relays are always released 10 or less seconds after the blind stops, based on the Full Course and Relay Delayed Stop properties.

The *'Relay cascading operation'* is a variant of the *'Relay holding operation'* where Relay 1 is used to control power and Relay 2 is used to determine Up or Down. This approach absolutely makes sure that Up and Down can never be activated simultaneously. Wire as follows: Control HOT to Relay 1 Common, Relay 1 Normally Open to Relay 2 Common, Relay 2 Normally Closed to Blind Motor UP and Relay 2 Normally Open to Blind Motor DOWN. The relays are always released 10 or less seconds after the blind stops based on the Full Course and Relay Delayed Stop properties.

- **Relay Delayed Stop in Seconds** specifies the delay for sending a Stop command after the driver determines that the blind should be stopped (based on the Full Course property). This applies only to Relay holding and cascading Operations.
- **Disabling Contact Is** used to prevent blind movements when connected to a trigger source. If nothing is connected to any Disabling Contact (up to 3 may be used), then this property may be ignored. Otherwise, specify the normal contact state as well as Disabling Effect below. All input contacts used must have the same characteristic except when 'Custom' is selected. An event is triggered when a command is skipped because it is disabled.
- **Disabling Contact 1 Is to Disabling Contact 3 Is:** allows you to specify different characteristics for individual disabling contacts. Except for the first contact, contacts will appear only when connected under Connections.
- **Disabling Contact Effect** allow you to specify what happens when any disabling contact is connected and activated (opened if Normally Closed or closed if Normally Open). Additional options are available to limit movement to a specific limited position when the blind is disabled.
- **From Open to Disabled Limited Position in Seconds** specifies the duration the blind takes to go from full Open to your desired Disabled Limited Position. This is used when the Disabling Contact Effect property references a limit. You may have a shade above a door, for example, and want to prevent the shade from extending lower than the top of the door when the door is open (shade is disabled). The Limited Position would then be set to the top of the door.
- **Forward Specific Blind Commands To** is optional and allows you to control additional blinds from commands sent to the first driver in a chain. Several blinds not necessarily with the same characteristics may be daisy chained and execute the same Up/Down/Stop/% Open/Favorite Position commands as received by the first driver in the chain.
IMPORTANT: MAKE SURE YOU AVOID CIRCULAR REFERENCES.
- ****NEW** Trigger from Another Blind** is optional and allows our controlled blind (encapsulated or otherwise) to be activated based on another blind's movements. The specific *Actions to Trigger On* are set below. **IMPORTANT: MAKE SURE YOU AVOID CIRCULAR REFERENCES.**

- ****NEW** Actions to Trigger On** are visible when the other blind to trigger from does not support levels or movements other than Up, Down and Stop. The default (*Up/Open and Down/Close but NOT Stop*) will give you the most reliable and predictable operation.
- ****NEW** Extended Actions to Trigger On** are visible when the other blind reports supporting levels. This property adds two more possibilities: mimic the other blind's level using our own timing model (because our blind does not have direct level capability) or actually mirror the other blind's level and send it to our own blind outside of our timing model. This would be allowed if our Encapsulated Third Party Blind supports target levels and its limits are 100 (fully open) and 0 (fully closed). Otherwise, the timing model is used.
- **SPECIAL Button Color when x (Open/Closed/Moving/Stopped/Disabled)** applies only to a keypad button LED connected to the SPECIAL Toggle/Stop binding. You may select one of a standard set of colors or a corresponding color defined in the Properties area for the standard Blind proxy buttons. It is also possible to specify a Custom color. When selecting 'Use Properties Color for x', remember to run the Action 'Import Colors/Type from Properties' whenever you change these in the Properties area, as they are not automatically sent to the driver by the Proxy.

NOTE ON 'SPECIAL TOGGLE/STOP BUTTON LINK' CONNECTION

As of 2.10.4 (and likely earlier releases of Control4 OS), an issue with the Control4 blind proxy could generate unexpected (phantom) blind movements in installations with a large number of blinds when the 'toggle' keypad connection is used. To circumvent this, a 'SPECIAL Toggle/Stop Button Link' connection is provided for the Blind driver and may be used instead of the 'toggle' connection.

While it may be used as a toggle, this SPECIAL connection has other advantages over the regular 'Toggle Button Link' connection. Holding the SPECIAL button for more than 1 second always generates a single STOP command (when held, the regular 'Toggle Button Link' connection always generates an UP or DOWN command when pressed, in addition to a STOP command when released, which may be limiting or give unexpected results). This is useful to stop the shade if the motor is currently moving and if it is stopped, this may bring it to the Favorite position if one was defined. The SPECIAL Toggle/Stop button is also more flexible and its LED colors are easier to specify.

USAGE AND PROGRAMMING

Since one-way blind motors do not actually provide feedback, the driver is not updated when the blinds are operated manually, with a third-party remote for example. This prevents the standard Control4 Snapshot driver, for example, from always working correctly. The new Driver Scenes available with this driver set solves this issue and are intended to replace the 'blind' section of the Snapshot driver. Driver Scenes allow the capture and replay of various blind positions, and may be executed via programming, including with User Experience buttons. Up to 30 such Driver Scenes may be defined. Driver scenes are easy to specify: first, select the blinds to be controlled by the scene and then indicate the desired scene behavior by either:

- Positioning the shades in the scene ******* using Control4 ******* and running the Action 'Capture Driver Scene', or

- Manually specifying the desired position of each blind in the scene, in the same order as selected. The values are 'C' for fully Closed, 'O' for fully open and 'Oxx%' for partially open, where the % is optional and where 'O' is equivalent to 'O100%'. 'X' may be used to skip a selected blind.

IT IS IMPORTANT THAT BLINDS BE OPERATED BY CONTROL4 (AND NOT BY A THIRD-PARTY REMOTE OR DEVICE) AS THE LAST OPERATION BEFORE THEIR CAPTURE.

In addition to the normal programming functions available for a blind, the following additional facilities are available under the Blind driver in Programming:

1. Use the new commands "*Set Blind Percent Open*" and "*Set Blind Percent Closed*" to issue a Requested Position (RP) movement command to the blind. These are equivalent and a complement of each other. Use whichever is more convenient.
2. Use the new command "*Set Blind to Favorite Position*" to cause the blind to open or close to the Favorite Position. This function is available only if the "*From Open to Favorite Position*" property has been set for the blind.
3. Use the new command "*Reset Blind to Full Open*" to resynchronize the driver with the physical blind. No matter what the initial position of the blind is when it starts moving up, always wait for the full Course Duration before issuing another command.
4. When group movements are used (such as an 'group' RF channel controlling several motors), the specific blinds involved do not receive feedback. A new programming command is therefore provided ("*Inform Blind*") to inform blinds of a group movement. If, for example, a group command is run which instructs four blinds to go "Down", you would use one programming command to run the group command, followed by four programming commands to inform each of the four blinds that they should show a "Down" state. This may appear cumbersome, but it is sometimes better to use a group command instead of several individual blind commands because the group command may execute more quickly and the blinds would move somewhat more in unison.

****NEW**** Alternatively, you may use the programming "*Inform Other Blinds of My Status*" to do this more automatically. Example: an additional Somfy RTS channel is programmed into several motors as a 'group', but each motor also has its own driver. The group channel also has its own blind driver when the user wishes to operate all blinds simultaneously. If you operate the group, the individual blind drivers will become out of sync as they do not receive feedback. To fix this with this new command, do the following steps:

- Create a macro containing one or more "*Inform Other Blinds of My Status*" command(s) targeting each member of the group.
- Run the macro based on each of the following three events of the group blind driver:
 - *Has Fully Opened*
 - *Has Fully Closed*
 - *Stops*

5. Two new variables *"FULL_COURSE_DURATION"* and *"FROM_OPEN_TO_FP"* contain the value of the corresponding property. When using different course durations, the variable *"FULL_COURSE_DURATION"* contains the Closing course duration and the variable *"FULL_OPENING_COURSE_DURATION"* contains the other duration.
6. The variables *"ESTIMATED_PERCENT_OPEN"* and *"ESTIMATED_PERCENT_CLOSED"* contain the driver's current estimate of the blind position. The two variables are a complement of each other. Use whichever is more convenient.
7. The variable *"CURRENT_STATUS"* contains the driver's current view of the blind. The possible values are:

- 0 = Fully OPEN and stopped
- 1 = Opening to fully OPEN
- 2 = Closing to FP (Favorite Position)
- 3 = Stopped at FP while closing
- 4 = Stopped at FP while opening
- 5 = Opening to FP
- 6 = Stopped other than at FP while closing
- 7 = Stopped other than at FP while opening
- 8 = Closing to RP (Requested Position) - available through programming only
- 9 = Opening to RP
- 10 = Closing to fully CLOSED
- 11 = Fully CLOSED and stopped

For venetian blinds/louver-type blinds, the status values are:

- 0 = Closed - louvers up
- 1 = Tilting to Closed - louvers up
- 2 = Tilting to Favorite Position
- 3 = Stopped at Favorite Position
- 4 = Stopped at Favorite Position
- 5 = Tilting to Favorite Position
- 6 = Stopped mid-course
- 7 = Stopped mid-course
- 8 = Tilting to Requested Position
- 9 = Tilting to Requested Position
- 10 = Tilting to Closed - louvers down
- 11 = Closed - louvers down

If you find that the driver is out-of-sync with the physical blind, this can also be corrected via programming or by pressing the following: "DOWN", wait 3 seconds, "UP", wait the full duration of the course.

SUPPORT

For support on this driver please go to <https://help.drivercentral.io/>. Give a detailed description of the problem and also include the version number of the driver and the version of Control4 OS that you are using.

AUTO UPDATE

This driver is updated with fixes and new features from time to time. To ensure your project uses the latest version, set the Automatic Updates property of the main driver to On. If required, companion drivers will also be updated automatically.

CHANGELOG

10.0.0	November 29, 2020	Initial Release
10.1.0	December 2, 2020	Expanded Driver Scenes to include Generic Somfy Blinds (Domosapiens)
11.0.0	December 7, 2020	Added Holding relay operation, Status Report, fixed issues with relay-controlled blinds
11.0.3	March 17, 2021	Issues fixed with Blind Group names and states
12.0.0	May 12, 2021	Added 2 Disabling Contacts
13.0.0	June 7, 2021	Added ability to control blinds via programming events, added blind with tilt driver
13.1.0	June 29, 2021	Added flexible relay stop delay, ability for multi tilting
13.1.1	August 1, 2022	Fixed missing blind list on large projects
13.2.0	November 18, 2022	Fixed issues with List of Devices sometimes missing. Minimum OS is 2.10.0
14.0.0	February 9, 2023	Added 'SPECIAL Toggle/Stop' binding with Property and Colors; new Event when a Command is disabled; optional limited position when disabled; ability to forward commands to other drivers; Action to record timings
14.1.0	March 25, 2023	Added ability to auto-sync with encapsulated blind driver
14.2.0	June 7, 2023	Added ability to invert blind Up/Down commands
14.3.0	February 14, 2024	Added ability to have a different opening course duration, ability to notify other blinds of one's position, ability to trigger off another blind
14.4.0	February 21, 2024	Added ability to send specific commands for Favorite Position
15.0.0	August 19, 2024	Added TiltOpen and TiltClose support for Bond, issues fixed with enable/disable and Specific percent programming commands